

Languages

UFE allows you to store a few lines of texts divided by language so you can offer multiple languages in your product as well as directly access the selected language through code.



Code access: `UFE.config.selectedLanguage`

Example:

```
Debug.Log(UFE.config.selectedLanguage.Start)
```

From:

<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://www.ufe3d.com/doku.php/global:languages?rev=1386657367>

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